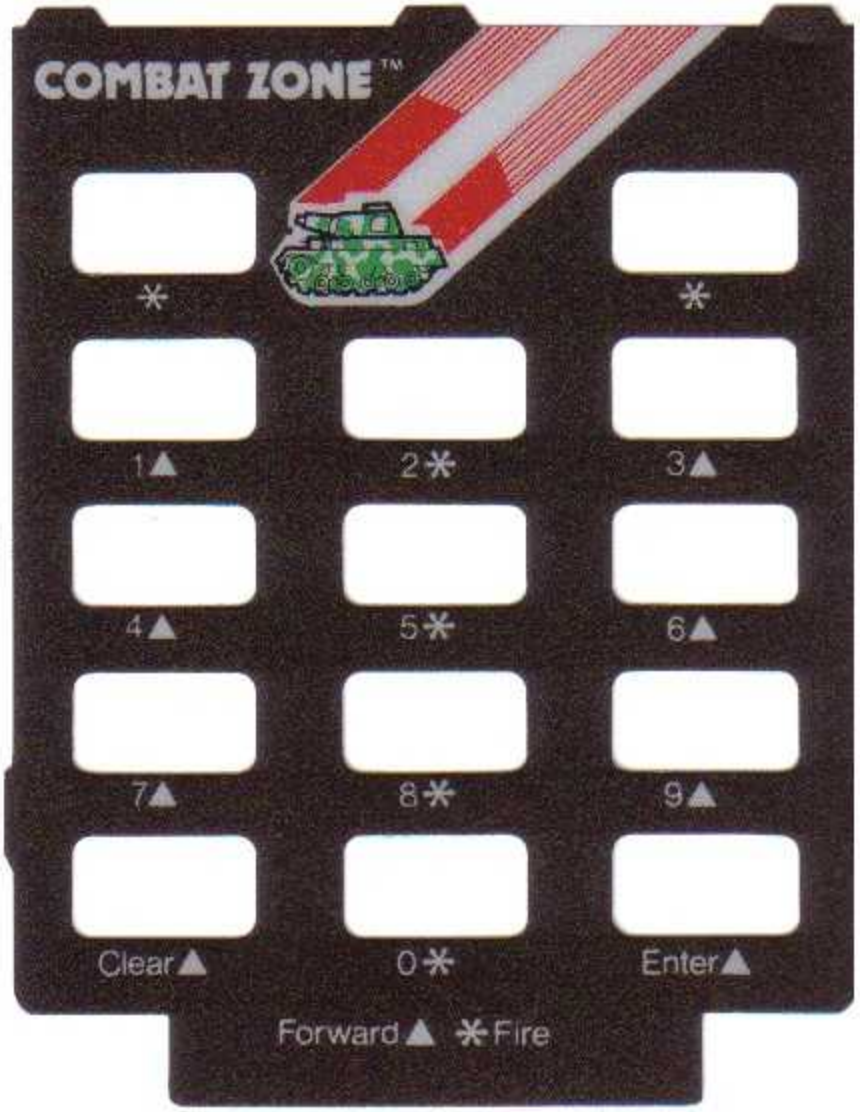

COMBAT ZONE™
*
*
1▲
2*
3▲
4▲
5*
6▲
7▲
8*
9▲
Clear▲
0*
Enter▲
Forward▲ *Fire

COMBAT

GAME INSTRUCTIONS

MG-314

COMBAT

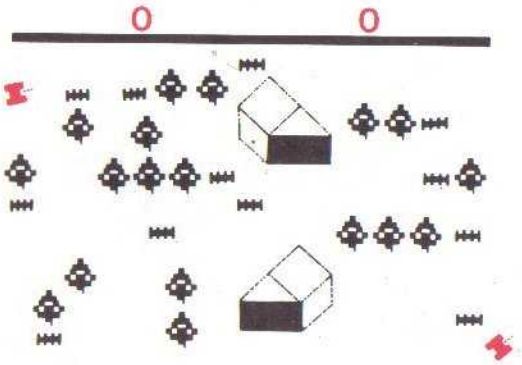
CONTENTS

		Page
	INTRODUCTION	1
1.	GAME OBJECTIVE	1
2.	GETTING STARTED a) Insert Cartridge b) Hand Controllers c) Start to Play d) Game Selection e) Guide to Games	2
3.	START TO PLAY	9
4.	END OF GAME	9
5.	START NEW GAME	9
6.	SELF-DEMONSTRATION	9
7.	OPERATION FLOW DIAGRAM	10

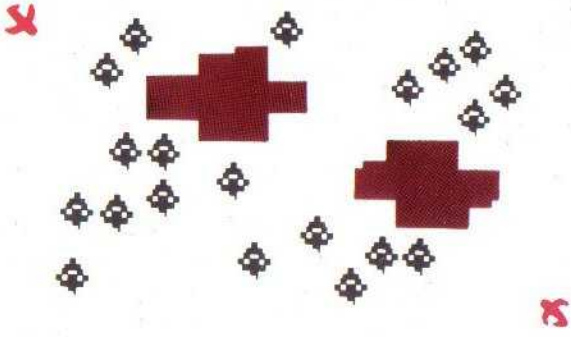
Look, there they are!
Grinding through the battle field looking for enemy tanks, there is one just coming out from the woods. Swing towards your target and fire. Right on target, you have got him. But don't relax, for more of them are coming. Watch out for the mines too, or you will be blown into a pile of rubble.

1. GAME OBJECTIVE

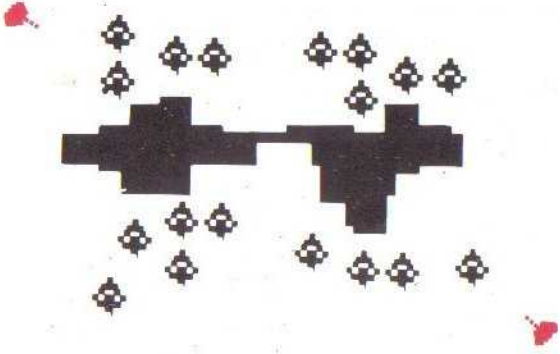
This is a two players' game which the main objective is to destroy your opponent's entire fleet of 20 tanks or fighter planes. There are altogether 88 game versions offering different features of speed, firing ranges and missile controls. Game 1 to 72 are designated for tank fighting, while the rest are for air battling.



GAME 73-80 TYPE A FIGHTER PLANE COMBAT



GAME 81-88 TYPE B FIGHTER PLANE COMBAT



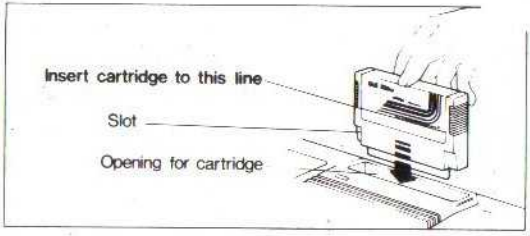
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03)

a) **INSERT CARTRIDGE**

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched off when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.



GAME OPTIONS

	1 · · · 5 · · · · 10 · · · 15 · · · · 20 · · · 25 · · · 30 · · · 35 · · · · 40 ·
TYPE	TANK
MINE FIELD	WITHOUT MINE | WITH MINE
MISSLE	REGULAR | HIGH | SUPER | A | B
SPEED	F | SL | F | SL | F | SL | F | SL | F | SL
RANGE	L S | L S | L S | L S | L S | L S | L S | L S | L S | L S
MISSLE CONTROL	OPTIONS WITH ODD N

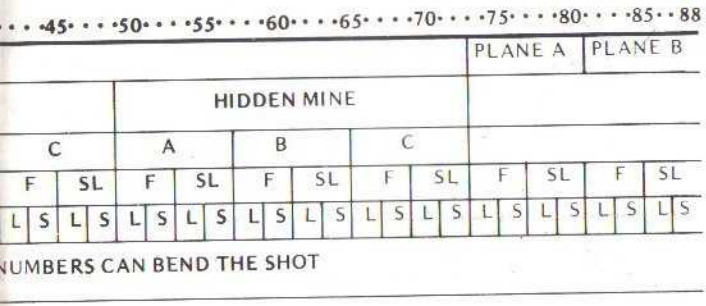
A CANNOT PASS THROUGH
CANNOT DESTROY TRE

B CANNOT PASS THROUGH
CANNOT DESTROY TRE

C CAN PASS THROUGH TRE
CANNOT DESTROY TREE

L = LONG S

SL = SLOW


45 50 55 60 65 70 75 80 85 88
PLANE A
PLANE B
HIDDEN MINE
C
A
B
C
F SL F SL F SL F SL F SL F SL
L S L S L S L S L S L S L S L S L S L S L S L S
NUMBERS CAN BEND THE SHOT

TREE & HOUSE,
& HOUSE, CANNOT CLEAR MINE.

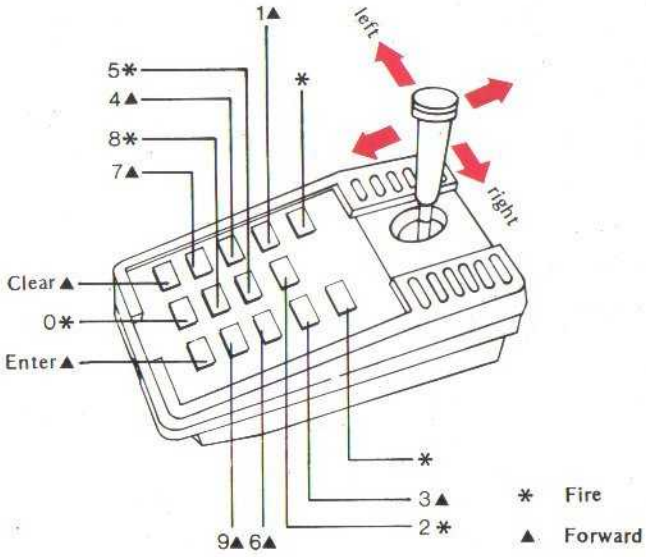
TREE & HOUSE,
& HOUSE, CAN CLEAR MINE.

E & HOUSE,
& HOUSE, CAN CLEAR MINE.

= SHORT F = FAST

b) HAND CONTROLLERS

The joystick controls the direction of tank or plane movements, as well as the direction the missile travels after shooting (in versions with Missile Control). The desired game version is selected by entering the corresponding number on the keypad. Firing of missiles is initiated by pressing the fire buttons.

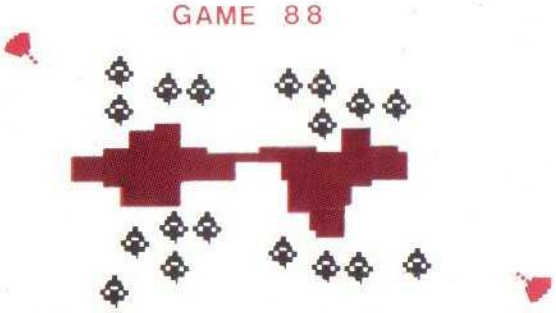


c) START TO PLAY

Switch on the Master Console.

The battle field of game 88 appears on the TV screen.

Press CLEAR button –
to reset and clear the battle field.



d) GAME SELECTION

To choose the desired game version, press the desired game number and then the ENTER button on the Hand Controller. The game number and the new battle field will appear on the screen. If another game is desired, simply press the correct game number and ENTER again. (For details of the different games, see the GAME SELECTION CHART). At anytime during the game, player can restart the game by pressing GAME START button or choose a different game by pressing button A or B and then re-enter the desired game number.

e) GUIDE TO GAMES

Speed

Fast/slow speed refers to the speed of tanks or planes movement.

Range

Long/short range refers to the distance that the missile will reach.

Mine field

In these versions, mines are laid on the battle field, either visible or invisible, depending on the game selected. A tank will be blown up when travelling over mine. However, mines can be destroyed by high or super missile.

Missile Control

In these versions, the player can control the direction of missile after shooting.

Super Missile

In these versions, the missile will destroy any house or tree or mine on its path.

High Missile

The missile will fly over houses or trees to destroy enemy tank or mine that are on its path.

Plane

There are two types of plane–type A for Game 73 to 80 and type B for Game 81 to 88. The two types of plane have different combination of speed, missile ranges as well as field backgrounds.

3. START TO PLAY

Press GAME START button.

a) The tank (or plane) for the left player appears on the upper left corner of the battle field, whereas the other on the lower right corner.

b) Move the joystick to steer the tank (or plane) and then press FORWARD button to move the tank.

c) When your opponent is within range, press FIRE button to shoot him.

d) The number of tanks you have destroyed is shown on the corresponding corners above the battle field. After a tank is destroyed, a new one will appear immediately at a random position in the field.

4. END OF GAME

The game is over when all 20 tanks (or planes) of one player have been destroyed.

5. START NEW GAME

a) Press CLEAR button

b) Select game versions

c) Press GAME START button

6. SELF-DEMONSTRATION

If GAME START button is not pressed, self-demonstration will start approximately 20 seconds after Game Over, or after the CLEAR button or after the game number is entered.

7. OPERATION FLOW DIAGRAM